

RICHA VIRMANI: It's Monday, March 11th, and we're in the Archives Reading Room, and I'm interviewing Arianna on her 2261 final project. So, what's your full name?

ARIANNA PATHAMMAVONG: Hello. I'm Arianna Pathammavong. I'm a third year here at Georgia Tech, and I'm a Computational Media major.

VIRMANI: What was the name of your game, and can you give us a brief description of it?

PATHAMMAVONG: So the game that I created for my CS class was Cooking Mama: Food Fight. I was inspired by the NeoPets Ice Cream game, where you have to dodge items. But in this case, you just collect them. And then, there's effects--if you get hit by them, your lives will go down, things like that--very simple.

VIRMANI: And what was your inspiration behind it?

PATHAMMAVONG: That was the NeoPets Ice Cream game that I mentioned. It's something I played a lot as a kid on the computer. So I was like yes, I want to do this.

VIRMANI: Tell me about one memory you have of using technology as a kid, that made you want to do CM [Computational Media] in college.

PATHAMMAVONG: Okay, hold on...I played on my Nintendo DS a lot as a kid. And just things like the Super Mario Bros. game, that was always really cool. And just in general, graphic design stuff--I was always interested in. And so, that's what made me really want to switch to CM--because it allows you to be more creative than CS and just straight coding, things like that.

VIRMANI: What's one aspiration you have for your future at Tech or after Tech?

PATHAMMAVONG: After Tech?

VIRMANI: Yeah.

PATHAMMAVONG: I would love to be on the design team of a large company that's food-based--like Bon Appétit or Tasty.

VIRMANI: Ooo Tasty!

PATHAMMAVONG: That's like my dream job, yeah.

VIRMANI: Well, that was all. Thank you so much.

PATHAMMAVONG: Thank you.

In this brief interview, Georgia Tech Computational Media student Arianna Pathammavong describes the Game Boy Advance game she created for the CS2261 Media Device Architecture course during the fall 2018 semester. Entitled "Cooking Mama: Food Fight," the game is inspired by a NeoPets Ice Cream Machine game Pathammavong enjoyed playing as a kid, as well as her passions for food and design.